

IN THE CLAIMS:

Please add claim 25 and amend claims 13-19, 23 and 24 as follows:

1-12 (Canceled)

13. (Currently Amended) An image processing device comprising:

a first reading device for ~~reading~~ making a read access to a memory that stores a plurality of compressed image data, each of which [[are]] is comprised of a plurality of blocks each having a predetermined size in advance, so as to read the compressed image data block-by-block
~~compressed into blocks in advance, from a memory;~~

a decoder for decoding the compressed image data ~~in units of blocks~~ block-by-block so as to produce decompressed image data;

a first storage device serving as a first-in-first-out memory, which [[that]] is given a priority in a write operation for writing the decompressed image data therein rather than a read operation for reading the decompressed image data therefrom, and is incapable of simultaneously performing the write operation and the read operation and has a storage area operable for storing a plurality of decompressed image data decoded by the decoder;

a writing device for writing the decompressed image data into the first storage device block-by-block;

a second reading device for reading the decompressed image data from the first storage device;

a second storage device that is given a priority in a read operation for reading therefrom rather than a write operation for writing therein and is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the image data read from the

first storage device and for writing the processed image data so as to produce processed image data, which are then written into the second storage device; and

a display device for reading the processed image data from the second storage device[[, thus]] and for displaying an image based on the processed image data, wherein

~~the first storage device serves as a first-in-first-out memory and is controlled by way of the writing device and the second reading device.~~

14. (Currently Amended) An image processing device comprising:

a sprite attribute table for storing sprite attributes;

a first reading device for ~~reading compressed image data~~ making a read access to a memory that stores a plurality of compressed image data, each of which [[are]] is comprised of a plurality of blocks each having a predetermined size, in advance, so as to read the [[a]] compressed image data block-by-block with reference into blocks in advance, from a memory by referring to the sprite attribute table;

a decoder for decoding the compressed image data block-by-block in units of blocks so as to ~~decompress~~ produce sprite pattern data;

a first storage device [[that]] which serves as a first-in-first-out memory which is given a priority in a write operation for writing the sprite pattern data therein rather than a read operation for reading the sprite pattern data therefrom, which [[and]] is incapable of simultaneously performing the write operation and the read operation, and which has a storage area operable for storing a plurality of decompressed image data decoded by the decoder;

a writing device for writing the sprite pattern data into the first storage device block-by-block;

a second reading device for reading the ~~image~~ sprite pattern data from the first storage

device;

a second storage device ~~[[that]]~~ which is given a priority in a read operation for reading therefrom rather than a write operation for writing therein, and which is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the sprite pattern data read from the first storage device and for writing the processed sprite pattern data into the second storage device ~~by referring to the sprite attribute table so as to produce processed image data, which are then written into the second storage device;~~ and

a display device for reading the processed sprite pattern data from the second storage device~~[[, thus]]~~ and for displaying an image based on the processed sprite pattern data, ~~wherein the first storage device serves as a first-in first-out memory and is controlled by way of the writing device and the second reading device.~~

15. (Currently Amended) An image processing device according to claim 13, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, ~~[[and]]~~ or deformation with respect to the image data.

16. (Currently Amended) An image processing device according to claim 14 ~~[[13]]~~, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, ~~[[and]]~~ or deformation with respect to the sprite pattern data.

17. (Currently Amended) An processing method comprising:

making a read access to reading a memory that stores a plurality of compressed image data, each of which is comprised of a plurality of blocks each having a predetermined size in advance, are compressed in advance into blocks, from a memory so as to read the compressed image data block-by-block by referring to a sprite attribute table ~~storing sprite attributes;~~

decoding the compressed image data block-by-block in units of blocks so as to
~~decompress~~ produce sprite pattern data;

writing the sprite pattern data into a first storage ~~device~~ block-by block, wherein the first storage serves as a first-in-first-out memory, which is ~~that is~~ given ~~[[an]]~~ a priority in a write operation for writing the sprite pattern data therein rather than a read operation for reading the sprite pattern data therefrom, [[and]] which is incapable of simultaneously performing the write operation and the read operation, and which has a storage area operable for storing a plurality of decompressed image data decoded by the decoder;

reading the sprite pattern data from the first storage ~~device~~;

performing prescribed processing on the sprite pattern data read from the first storage so as to write the processed sprite pattern data into a second storage, which is given a priority in a read operation for reading therefrom rather than a write operation for writing therein and is incapable of simultaneously performing the read operation and the write operation ~~device~~ by referring to the sprite attribute table ~~so as to produce processing sprite patter data, which are then written into a second storage device that is given a priority in a read operation rather than a write operation, and is incapable of simultaneously performing the read operation and the write operation;~~ and

reading the processed sprite pattern data from the second storage ~~device~~ [[, thus]] and
displaying an image based on the processed sprite pattern data, ~~wherein the first storage device serves as a first in first out memory and is controlled by way of the writing device and the second reading device.~~

18. (Currently Amended) An image processing device comprising:

a decoder for decoding compressed image data, each of which ~~[[are]]~~ is compressed in

advance, ~~thus producing so as to~~ decompressed image data;

a first storage device ~~[[that]]~~ which is given a priority in a write operation for writing the decompressed image data therein rather than a read operation for reading decompressed image data therefrom and which is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the decompressed image data into the first storage device;

a reading device for reading the decompressed image data from the first storage device;

a second storage device ~~[[that]]~~ which is given a priority in a read operation for reading therefrom rather than a write operation for writing therein, and which is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the image data read from the first storage device and for writing the processed image data so as to produce processing image data, which are then written into the second storage device; and

a display device for reading the processed image data from the second storage device, and for displaying an image based on the processed image data, wherein

the display device ~~waits for a~~ does not start making a read access to the second storage device until the writing device starts making a write access to the first storage device, and the display device starts making the read access to the second storage device when the writing device starts to be made by the writing device, and starts making a read access to the second storage device when the writing device started making the write access to the first storage device.

19. (Currently Amended) An image processing device comprising:

a sprite attribute table for storing sprite attributes;

a decoder for decoding ~~[[the]]~~ compressed image data, which ~~[[are]]~~ is compressed in

advance, by referring to the sprite attribute table ~~[[so as to]]~~ thus producing decompress sprite pattern data;

a first storage device, which ~~[[that]]~~ is given a priority in a write operation for writing the decompressed image data therein rather than a read operation for reading the decompressed image data therefrom, and which is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the sprite pattern data into the first storage device;

a reading device for reading the sprite pattern data from the first storage device;

a second storage device, which ~~[[that]]~~ is given a priority in a read operation for reading therefrom rather than a write operation for writing therein, and which is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the sprite pattern data read from the first storage device by referring to the sprite attribute table, and for writing the processed sprite pattern data so as to produce processed sprite pattern data, which are then written into the second storage device; and

a display device for reading the processed sprite pattern data from the second storage device and for ~~[[, thus]]~~ displaying an image based on the processed sprite pattern data, wherein

the display device ~~waits for a~~ does not start making a read access to the second storage device until the writing device starts making a write access to the first storage device, and the display device starts making the read access to the second storage device when the writing device starts to be made by the writing device, and starts making a read access to the second storage device when the writing device started making the write access to the first storage device..

20. (Previously Presented) An image processing device according to claim 18, wherein the

display device compulsorily makes the read access to the second storage device at a timing allowing one line of data to be read out in a horizontal display period in which the write access is not made to the first storage device.

21. (Currently Amended) An image processing device according to claim 19, wherein the display device compulsorily makes the read access to the second storage device at a timing within a horizontal display period when the write access is not made to the first storage device until the timing within the horizontal display period has come ~~allowing one line of data to be read out in a horizontal display period in which the write access is not made to the first storage device.~~

22. (Previously Presented) An image processing device according to claim 18, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the image data.

23. (Currently Amended) An image processing device according to claim 19 ~~[[18]]~~, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

24. (Currently Amended) An image processing method comprising:

decoding ~~[[the]]~~ compressed image data, which ~~[[are]]~~ is compressed in advance, by referring to a sprite attribute table storing sprite attributes ~~so as to decompress~~ thus producing sprite pattern data;

writing the sprite pattern data into a first storage device, wherein that his the first storage device is given a[[n]] priority in a write operation for writing the decompressed image data therein rather than a read operation for reading the decompressed image data therefrom, and which is incapable of simultaneously performing the write operation and the read operation;

reading the sprite pattern data from the first storage device;

performing prescribed processing on the sprite pattern data read from the first storage device by referring to the sprite attribute table ~~so as to produce processing sprite pattern data, and~~ writing the processed sprite pattern data into a second storage device, which is given a priority in a read operation for reading therefrom rather than a write operation for writing therein and is incapable of simultaneously performing the read operation and the write operation ~~which are then written into a second storage device that is given a priority in a read operation rather than a write operation, and is incapable of simultaneously performing the read operation and the write operation;~~ and

reading the processed sprite pattern data from the second storage device ~~[[, thus]]~~ and displaying an image based on the processed sprite pattern data, wherein a read access is not started until after waiting for a write access is made to the first storage device, and [[a]] the read access is made to the second storage device when the write access is made to the first storage device.

25. (New) An image processing device according to claim 21, wherein the timing is determined based on a time period required for reading out one line of the processed sprit pattern data from the second storage device.

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